AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system in which two game spaces are respectively displayed on a first display and a second display, comprising:

first display control programmed logic circuitry ~~for causing~~ that causes a first game space to be displayed on the first display; and

second display control programmed logic circuitry ~~for causing~~ that causes a second game space different from the first game space to be displayed on the second display, wherein

based on a virtual positional relationship between the first game space and the second game space, the second display control programmed logic circuitry being operable to cause a related image of an object located in the first game space to be displayed on the second display.

2. (Previously Presented) The game system according to claim 1, wherein

the first display control programmed logic circuitry causes only the first game space to be displayed on the first display, and

the second display control programmed logic circuitry causes only the second game space to be displayed on the second display.

3. (Previously Presented) The game system according to claim 1, wherein

the object is a player character controllable by a player.

4. (Original) The game system according to claim 1, wherein

the object is a moving object.

5. (Currently Amended) The game system according to claim 1, further comprising:

condition judging programmed logic circuitry ~~for judging~~ to determine whether predetermined conditions are satisfied; and

character moving programmed logic circuitry ~~for moving, when determining programmed logic circuitry determines that the predetermined conditions are satisfied,~~ to move a player character between the first game space and the second game space when said condition judging programmed logic circuitry determines that the predetermined conditions are satisfied;

character location determining programmed logic circuitry to determine in which one of said first game space and said second game the player character is located;

~~wherein the determining programmed logic circuitry determines whether the player character is located in the first game space or the second game space~~, and wherein

when the character location determining programmed logic circuitry determines that the player character is located in the first game space, the first display control programmed logic circuitry causes the player character to be displayed on the first display, and

when the character location determining programmed logic circuitry determines that the player character is located in the second game space, the second display control programmed logic circuitry causes the player character to be displayed on the second display.

6. (Currently Amended) The game system according to claim 1, wherein

the second display control programmed logic circuitry causes a related image of an object located in the first game space, but not located in the second game space, to be displayed on the second display.

7. (Currently Amended) The game system according to claim 1, wherein

the first display control programmed logic circuitry includes a first storage section for storing data used for displaying the first game space,

the second display control programmed logic circuitry includes a second storage section for storing data used for displaying the second game space,

the first storage section stores object data for displaying an object located in the first game space but not located in the second game space,

the second storage section stores related image display data for displaying a related image of the object located in the first game space but not located in the second game space, and

based on the related image display data, the second display control programmed logic circuitry causes [[the]] and related image ~~of the object located in the first game space but not located in the second game space~~ to be displayed on the second display.

8. (Original) The game system according to claim 1, wherein

the related image is an image representing a shadow of the object.

9. (Previously Presented) The game system according to claim 1, wherein

the second game space is a two-dimensional game space,

the second display control programmed logic circuitry includes a shadow image storage section for storing a shadow image of the object located in the first game space, and based on a position in the first game space of the object located in the first game space and the virtual positional relationship, the second display control programmed logic circuitry causes the shadow image to be displayed at a position on which the object located in the first game space casts a shadow in the second game space.

10. (Previously Presented) The game system according to claim 1, wherein

the second game space is a three-dimensional game space, and

based on a position in the first game space of the object located in the first game space and the virtual positional relationship, the second display control programmed logic circuitry causes the object located in the first game space to be virtually placed in the second game space, and based on the placed object, causes a shadow of the object to be displayed.

11. (Previously Presented) The game system according to claim 1, wherein

the second game space is a three-dimensional game space,

the second display control programmed logic circuitry includes a shadow volume storage section for storing a shadow volume of the object located in the first game space, causes the shadow volume to be placed in the second game space based on a position in the first game space of the object located in the first game space and the virtual positional relationship, and causes a shadow of the object based on the placed shadow volume.

12. (Previously Presented) The game system according to claim 1, wherein

the second display control programmed logic circuitry changes a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space.

13. (Previously Presented) The game system according to claim 1, further comprising:

a first game machine for generating image data representing the first game space and outputting the image data to the first display; and

a second game machine for generating image data representing the second game space and outputting the image data to the second display.

14. (Previously Presented) The game system according to claim 13, wherein

the second game machine obtains a position in the first game space of the object located in the first game space from the first game machine and, based on the obtained position, causes the related image to be displayed on the second display.

15. (Previously Presented) The game system according to claim 13, wherein

the second game machine includes predicting programmed logic circuitry for predicting a position in the first game space of the object located in the first game space and, based on the predicted position, causes the related image to be displayed on the second display.

16. (Previously Presented) The game system according to claim 15, wherein

the second game machine stores a motion pattern of the object located in the first game space, and

based on the motion pattern, the predicting programmed logic circuitry predicts a position in the first game space of the object.

17. (Previously Presented) The game system according to claim 13, wherein

the second game machine stores in advance a position of a fixed object fixedly located in the first game space and, based on the position, causes the related image of the fixed object to be displayed.

18. (Previously Presented) The game system according to claim 13, wherein

the second game machine is a portable game machine including the second display.

19. (Currently Amended) A machine readable recording medium having stored therein a game program for causing a computer to display a first game space on a first display device and a second game space on a second display device and wherein, based on virtual positional relationship between the first game space and the second game space, an image related to an object located in the first game space is displayed on the second display device. ~~function as the first display control programmed logic circuitry and the second display control programmed logic circuitry according to claim 1~~.

20. (Previously Presented) A method for respectively displaying two game spaces on a first display and a second display for use with a game system, the method comprising the steps of:

displaying a first game space including an object to be displayed on the first display;

displaying a second game space different from the first game space on the second display; and

displaying, based on a virtual positional relationship between the first game space and the second game space, a related image of said object located in the first game space on the second display.

21. (Previously Presented) The method according to claim 20, wherein

only the first game space is displayed on the first display, and

only the second game space is displayed on the second display.

22. (Previously Presented) The method according to claim 20, wherein the object is a player character controllable by a player.

23. (Previously Presented) The method according to claim 20, wherein the object is a moving object.

24. (Previously Presented) The method according to claim 20, further comprising the steps of:

judging whether predetermined conditions are satisfied;

determining whether the player character is located in the first game space or the second game space;

moving, when the predetermined conditions are satisfied, a player character between the first game space and the second game space;

displaying, when the player character is located in the first game space, the player character on the first display; and

displaying, when the player character is located in the second game space, the player character on the second display.

25. (Previously Presented) The method according to claim 20, further comprising the step of displaying a related image of the object located in the first game space but not located in the second game space on the second display.

26. (Previously Presented) The method according to claim 20, further comprising the steps of:

storing data used for displaying the first game space in a first storage section, the first storage section storing object data for displaying an object located in the first game space but not located in the second game space;

storing data used for displaying the second game space in a second storage section, the second storage section storing related image display data for displaying a related image of the object located in the first game space but not located in the second game space; and

displaying, based on the related image display data, the related image of the object located in the first game space but not located in the second game space on the second display.

27. (Previously Presented) The method according to claim 20, wherein the related image is an image representing a shadow of the object.

28. (Previously Presented) The method according to claim 20, further comprising the steps of:

storing a shadow image of the object located in the first game space in a shadow image storage section; and

displaying, based on a position in the first game space of the object located in the first game space and the virtual positional relationship, the shadow image at a position on which the object located in the first game space casts a shadow in the second game space,

wherein the second game space is a two-dimensional game space.

29. (Previously Presented) The method according to claim 20, further comprising the steps of:

virtually placing, based on a position in the first game space of the object located in the first game space and the virtual positional relationship, the object located in the first game space in the second game space; and

displaying, based on the placed object, a shadow of the object,

wherein the second game space is a three-dimensional game space.

30. (Previously Presented) The method according to claim 20, further comprising the steps of:

storing a shadow volume of the object located in the first game space in a shadow volume storage section;

placing the shadow volume in the second game space based on a position in the first game space of the object located in the first game space and the virtual positional relationship; and

displaying a shadow of the object based on the placed shadow volume,

wherein the second game space is a three-dimensional game space.

31. (Previously Presented) The method according to claim 20, further comprising the step of changing a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space.

32. (Previously Presented) The method according to claim 20, further comprising the steps of:

providing a first game machine for generating image data representing the first game space and outputting the image data to the first display; and

providing a second game machine for generating image data representing the second game space and outputting the image data to the second display.

33. (Previously Presented) The method according to claim 32, further comprising the steps of:

obtaining a position in the first game space of the object located in the first game space from the first game machine by the second game machine; and

displaying, based on the obtained position, the related image on the second display using the second game machine.

34. (Previously Presented) The method according to claim 32, further comprising the steps of:

predicting a position in the first game space of the object located in the first game space using the second game machine; and

displaying, based on the predicted position, the related image on the second display using the second game machine.

35. (Previously Presented) The method according to claim 34, further comprising the steps of:

storing a motion pattern of the object located in the first game space in a memory location of the second game machine, and

predicting, based on the motion pattern, a position in the first game space of the object.

36. (Previously Presented) The method according to claim 32, further comprising the steps of:

storing in advance a position of a fixed object fixedly located in the first game space in a memory location of the second game machine; and

displaying, based on the position, the related image of the fixed object.

37. (Previously Presented) The method according to claim 32, wherein the second game machine is a portable game machine including the second display.